

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (Original) A method for playing a streamed content object using hypertext transport protocol (HTTP) transport, the method comprising steps of:

receiving a first portion of the streamed content object from a packet switched network using HTTP;

playing the first portion at least partially coincident in time with the first listed receiving step; and

receiving a second portion of the streamed content object, wherein the second portion is not contiguous in the streamed content object to the first portion.
2. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising a step of playing the second portion at least partially coincident with the second listed receiving step.
3. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising a step of waiting for a key frame in the second portion before playing the second portion.
4. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, wherein the first portion is played adjacent in time to the second portion without any playback in-between.
5. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising a step of detecting user input related to

playback control, wherein the second listed receiving step is at least partially responsive to the detecting step.

6. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising a step of determining a byte range for the second portion.

7. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising a step of determining a location of the second portion in the streamed content object.

8. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 1, further comprising steps of:

requesting the first portion from a remote server

requesting the second portion from the remote server.

9. (Currently Amended) A method for playing a streamed content object using HTTP transport, the method comprising steps of:

receiving a first portion of the streamed content object using HTTP transport;

detecting user input corresponding to playback control of the streamed content object; and

receiving a second portion of the streamed content object that is, at least partially, in response to the detecting step, wherein the second portion is not contiguous in the streamed content object to the first portion.

10. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 9, further comprising a step of playing the first portion at least partially overlapping in time with the first listed receiving step.

11. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 9, wherein the playback control moves a playback point to a non-contiguous point in the streamed content object.

12. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 9, further comprising steps of:

playing the first portion at least partially coincident with the first listed receiving step;

playing the second portion at least partially coincident with the second listed receiving step, wherein the first listed playing step is performed adjacent in time to the second listed playing step.

13. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 9, further comprising a step of detecting user input related to playback control, wherein the second listed receiving step is at least partially responsive to the detecting step.

14. (Original) The method for playing the streamed content object using HTTP transport as recited in claim 9, further comprising a step of determining a byte range for the second portion.

15. (Currently Amended) A content playing product for playing a streamed content object using HTTP transport, the content playing product comprising:

code for receiving a first portion of a streamed content object using HTTP transport;

code for detecting user input corresponding to playback control of the streamed content object;

code for receiving a second portion of the streamed content object that is, at least partially, in response to the detecting step, wherein the second portion is not contiguous in the streamed content object to the first portion; and

a machine-readable medium comprising the codes.

16. (Original) The content playing product for playing the streamed content object using HTTP transport as recited in claim 15, further comprising code for playing the first portion at least partially overlapping in time with the first listed receiving step.

17. (Original) The content playing product for playing the streamed content object using HTTP transport as recited in claim 15, further comprising:

code for playing the first portion at least partially coincident with the first listed receiving step;

code for playing the second portion at least partially coincident with the second listed receiving step, wherein the first listed playing step is performed adjacent in time to the second listed playing step.

18. (Original) The content playing product for playing the streamed content object using HTTP transport as recited in claim 15, further comprising code for detecting user input related to playback control, wherein the second listed receiving step is, at least partially, responsive to the detecting step.

19. (Original) The content playing product for playing the streamed content object using HTTP transport as recited in claim 15, further comprising code for determining a byte range for the second portion.